
Subject: Re: How to know if I am drawing on screen?
Posted by [chickenk](#) on Tue, 09 Mar 2010 10:59:50 GMT
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mrjt wrote on Tue, 09 March 2010 11:49I don't think there is a specific way to do this. The idea is that you shouldn't care.

Maybe you could do:

```
if (dynamic_cast<SystemDraw>(&w)) {  
    // Drawing to screen  
}  
else {  
    // Drawing to some kind of buffer  
}
```

Thanks, good idea. I used `dynamic_cast<SystemDraw*>(&w)`.

I agree that I should not care but in fact, this is not my code. I am trying to get antialiasing to work correctly for the Scatter control from Bazaar.

regards,
Lionel
